

SEGA

GAME GEAR

INSTRUCTION MANUAL



EPILEPSY WARNING

Read Before Using Your Sega Video Game System

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.**

HANDLING YOUR CARTRIDGE

- ◆ The Sega cartridge is intended for use only on the Sega Game Gear.
- ◆ Do not bend the cartridge, crush it or get it wet.
- ◆ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ◆ Be sure to take an occasional break during extended play, to rest yourself and the cartridge.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

For More Information, Visit Sega's Internet Sites at:

web site: <http://www.segaoa.com>

ftp site: [ftp.segaoa.com](ftp://ftp.segaoa.com)

email: webmaster@segaoa.com

Compuserve: GO SEGA

1-900-200-SEGA



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TDD Phone required. Sega of America

Canada: 1-900-451-5252 US \$1.25/min (recorded/live)

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Sonic Slows Down!

Alone in his egg-shaped headquarters, the diabolical Dr. Robotnik paced and pondered.

"There has to be a way to defeat that pesky Sonic The Hedgehog! No matter what I try, he always manages to outrun my traps! Hmm... wait a minute. He *outruns* my traps. He uses his fantastic speed to defeat my minions. What if I take his speed away?"

Dr. Robotnik created a pair of harmless-looking boots that would slow the running speed of any creature that wears them. Then Dr. Robotnik commanded one of his robots to sneak into Sonic's home and swap his normal sneakers with the boots.

The next morning, Sonic put the boots on without noticing anything was different... until he tried to dash out the door. It was as if his feet were stuck to the ground—he could barely run! He tried to pull the boots off, but no matter how he struggled, they wouldn't come off. Then through the window, he heard Dr. Robotnik's evil laughter.

"How do you like my new invention, Sonic? The only thing that can deactivate those boots is Chaos Emerald power, and the Chaos Emeralds are mine! The only way to get them is to find your way through my Super Labyrinth, and you can't stay there long. Without your famous speed, there's no way you can catch me!"

Sonic thought quickly. "These boots keep my feet from moving fast, but they won't slow down my Super Spin Dash! All right, Robotnik. I'm coming after you!"

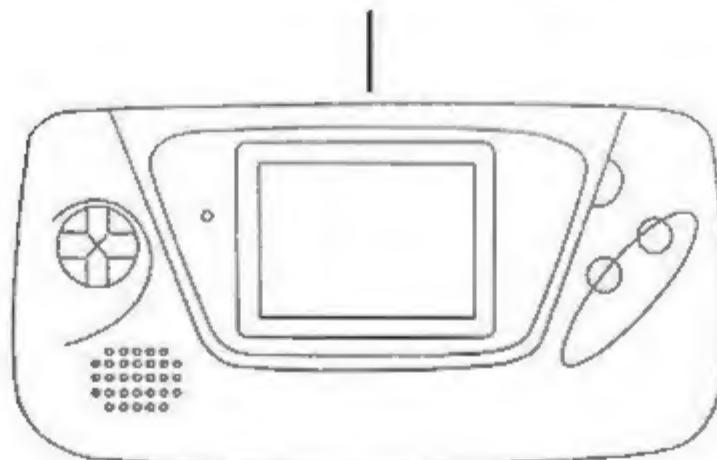
Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *Sonic Labyrinth* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the Sega logo appears.
4. If the Sega logo doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

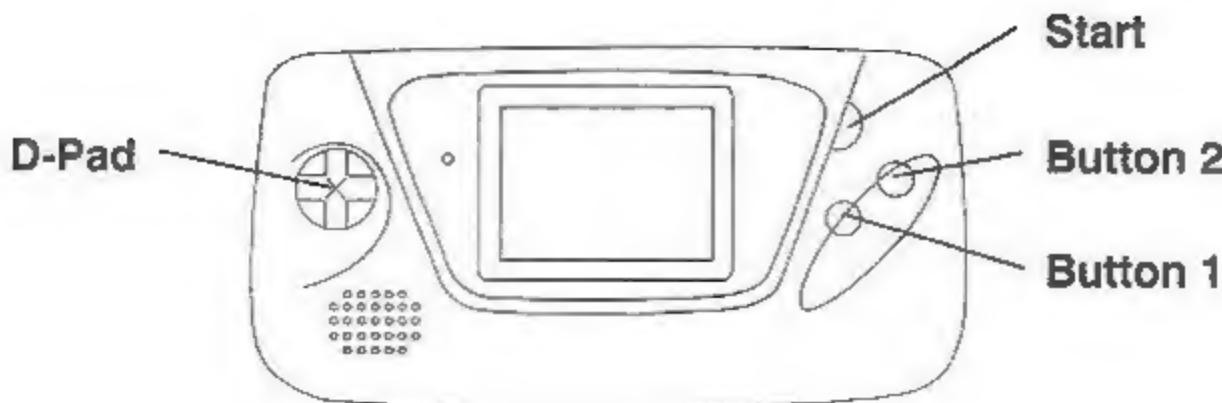
Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: *Sonic Labyrinth* is for one player.

Insert Sega Cartridge



Take Control!



Directional Pad (D-Pad)

- Moves Sonic around the game screen
- Highlights features in menu screens

Start Button (Start)

- Calls up Menu screen
- Pauses the game/resumes play

Button 1

- Makes Sonic Spin Dash
- Makes Sonic brake when spinning

Button 2

- Activates Config menu/starts game from Config menu
- Makes Sonic Spin Dash
- Makes Sonic brake when spinning

Getting Started

The Title screen follows the Sega logo. Wait a moment for a demonstration of the game and a display of the top scores. Press Start at any time to return to the Title screen, and press again to see the Menu screen.



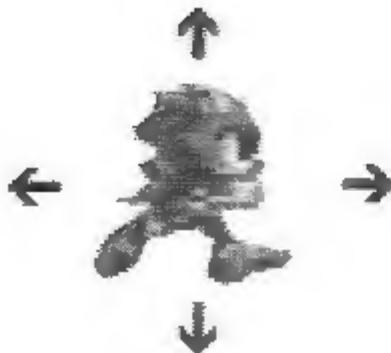
Select **Normal Game** to get right into the action. Choose **Time Attack** for a special race against the clock (see page 12).

To change options in your game, press the D-Pad down to mark **Config**, then press Button 2. An arrow appears in front of the first option. Select an option by pressing the D-Pad up or down. Change the selected option by pressing the D-Pad left or right.

Sonic: Choose the number of Tries you want to have in the game. Choose from one to ten Tries.

Sound: Play the background music used in the game. Press the D-Pad left or right to select the track you want to hear.

Key Control: Choose the way you direct Sonic's movements with the D-Pad. Press the D-Pad left or right to select Straight or Slant.

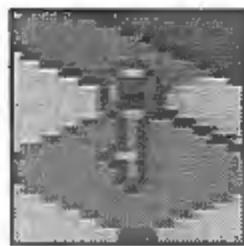


Straight makes Sonic go the same directions as you press on the D-Pad.

Slant makes Sonic travel at an angle to the directions you press on the D-Pad.

Press Button 1 to leave the Config option and return to the Menu, or press Button 2 to start a Normal Game.

Locked in the Labyrinth!



Dr. Robotnik's Super Labyrinth consists of four Zones. Each Zone has three regular stages and a Boss stage. There are three Keys hidden in each regular stage. You must find all of the Keys and escape from the stage before the timer runs out.

The Super Sonic Spin Dash

Robotnik has filled each Zone with obstacles to slow you down and robotic Badniks to steal your Keys and hide them again. Fortunately, you have a special weapon: the Super Sonic Spin Dash. Use this to put on a burst of speed, to protect yourself from attack, or to get rid of those pesky Badniks.



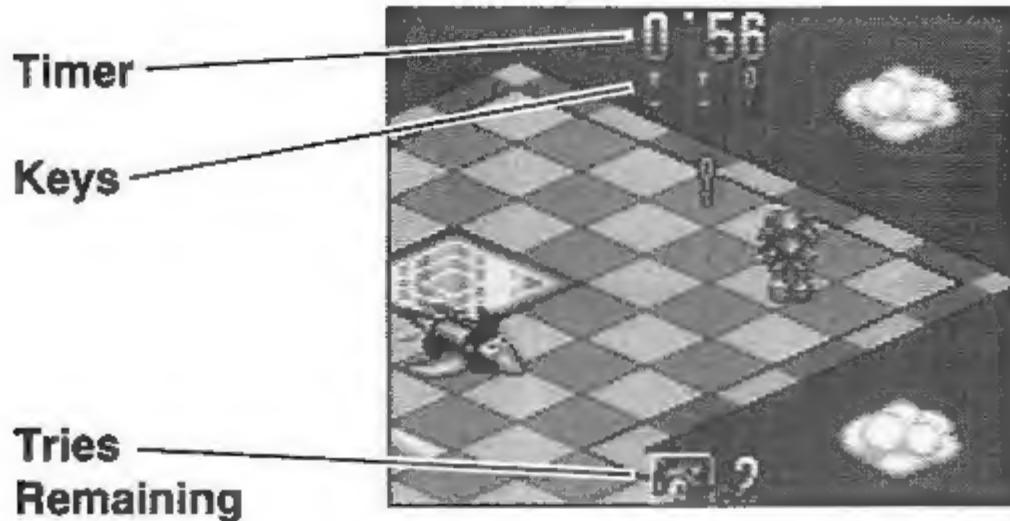
Direction

Press and hold Button 1 or 2 to roll into a ball and spin in place. Small black and white arrows indicate your speed (the more arrows there are, the faster you'll go). A yellow and white arrow shows the direction you'll go. Change the direction by pressing the D-Pad.

When both your speed and direction are set, let go of Button 1 or 2 to blast off!

If you are in the middle of a spin and need to stop in a hurry, press Button 1 or 2 to skid to a stop.

Screen Signals



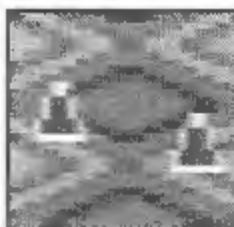
Timer: You must find all the Keys and exit the stage before the timer runs out, or you lose a Try. If you are attacked by a Badnik, you lose a few seconds from the Timer. Pick up extra time by defeating Badniks, finding Keys and grabbing Hourglass Power-ups (see page 8).

Keys: Shows the number of Keys you have picked up. If you're hit by a Badnik, you drop all your Keys. Pick them up, quick, before they return to their original locations!

Tries Remaining: Pick up extra Tries by grabbing 1UPs (see below) or by grabbing 100 Rings in the Boss stage of each Zone.

Power-ups

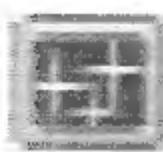
Power-ups appear as formations of colored triangles, and you'll find them in every regular stage. Walk or spin over the triangles to pick up the Power-up.



? Item: Grab this Power-up to make all Badniks on screen disappear.



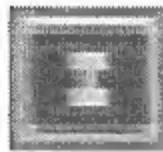
1UP: Gives you an extra Try.



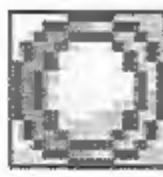
Invincible: Makes you invulnerable to enemy attack for a short time.



Sneakers: Lets you run faster for a short time.



Hourglass: Adds one minute to the timer.



Rings: These appear in the Boss stages. Grab as many Rings as you can—you get an extra Try for every 100 Rings you pick up. Rings also protect you from a Boss's attack, but you lose them all if he hits you.

Settling the Score

Collect extra points for completing a stage in the shortest amount of time, and for the average speed you used during a stage. You also pick up points for destroying enemies.



In the final stage of each Zone (the Boss battle), you also receive points for every Ring you are carrying at the end of the stage.

Zoom through the Zones

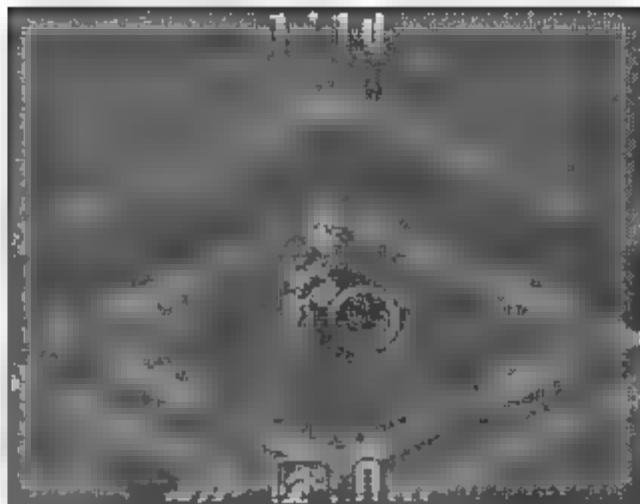


Zone 1: Labyrinth of the Sky

Welcome to the great wide open! Bumpers and flippers fling you across the maze like a little blue pinball. Springs let you leap to higher levels. Badniks fire sticky wads of glue to slow you down so they can attack.

Zone 2: Labyrinth of the Sea

This underwater maze has doors to secret rooms, quicksand traps and cannons to fire you over barriers. Some cannons switch directions. Press Button 1 or 2 to fire in the direction shown by the arrow.



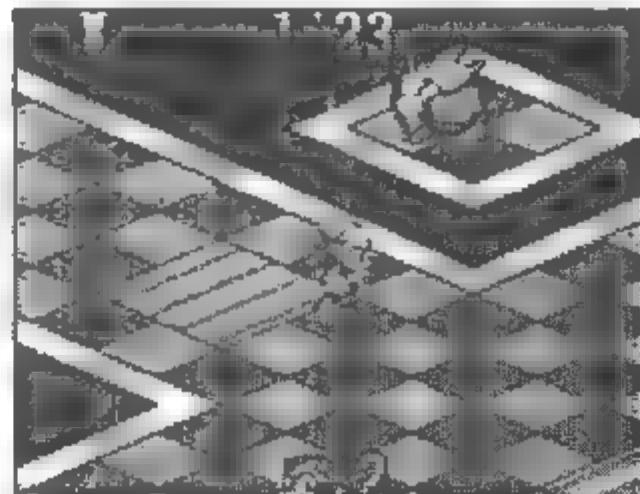
Zone 3: Labyrinth of the Factory

High voltage! Test your speed against the magnetic conveyor belts, and dodge power bolts coming from the ceiling. Centipede creatures ricochet around tiny, secret platforms—attack or use the square warp gates to get

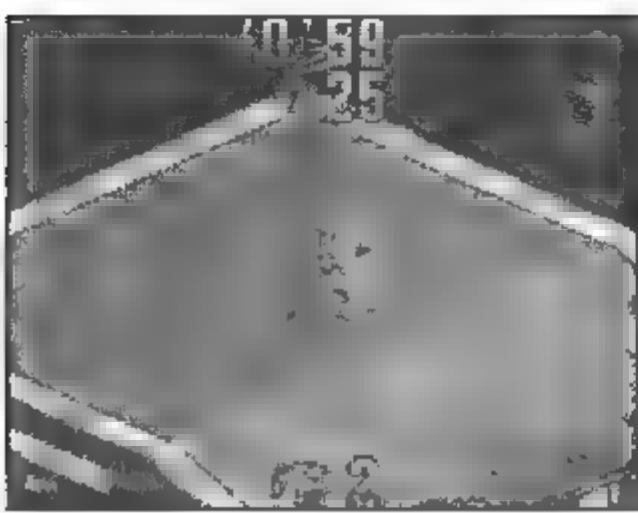
out of the way. Moving star platforms carry you from maze to maze, but beware—some of these platforms explode, leaving you to plummet to a terrible fate!

Zone 4: Labyrinth of the Castle

The castle corridors are filled with ghosts and guillotines, arrow-firing bird soldiers and treacherous traps. Watch your step on the narrow walkways—there are drops on either side, and it's a long way down.



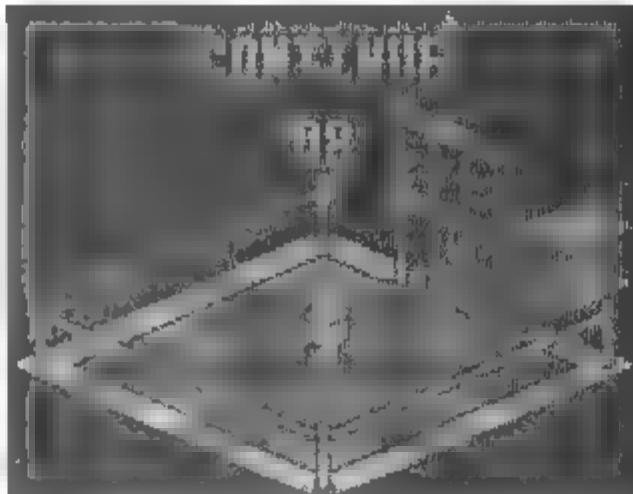
Bonus Stages



Hidden in the game are two special doors. Unlock the doors, and for a limited time you enter a special Bonus stage, where you grab Rings for extra points. How do you unlock the doors? Therein lies the challenge... though you might receive a hint once you've defeated Dr. Robotnik!

Game Over/Continue

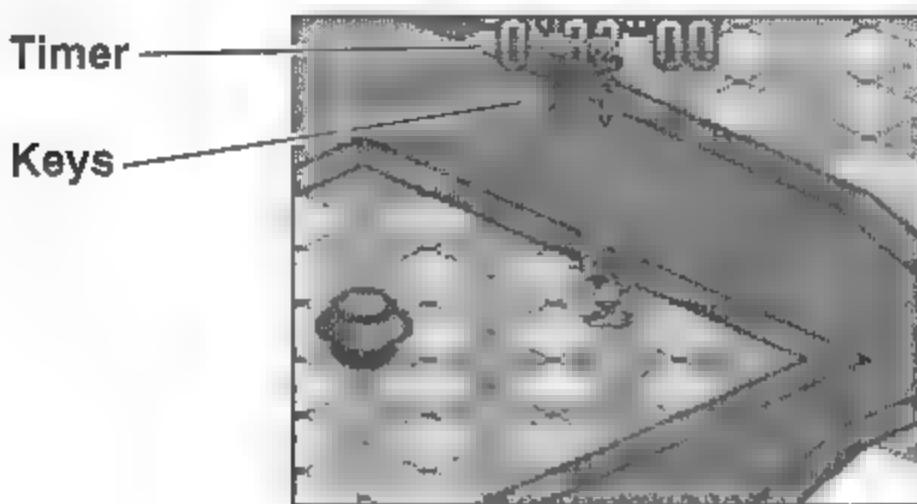
The game ends when you run out of Tries. The Continue screen appears next. Press Start before the countdown runs out to continue at the stage where you left off. If you choose to end your game, you'll see a Result screen with your final score and the highest score to date. How did you do?



Time Attack

Time Attack is similar to the normal game, except that no Power-ups are available, and there is a time limit of just under ten minutes. How fast can you get through the stage?

Screen Signals—Time Attack Mode



Timer: This shows how much time you are taking to find all the Keys and get to the exit of each stage. The game ends when the Timer reaches 9:59:99.

Keys: This shows how many Keys you've picked up so far.

The stage ends after you've picked up all your Keys and reached the goal. A Result screen appears with your total time and the best time made since the Game Gear was turned on.

Super Hints

- Each kind of Power-up is represented by certain formations of triangles. These formations change every few seconds. Learn what the formations mean, then move Sonic over the Power-up when the one you want appears.
- There's a time to spin and a time to brake. Learning to time your moves will enable you to get quickly and safely through each stage.

Notes

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LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective Cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive United States warranty service, call the Sega Consumer Service Department at
1-800-USA-SEGA.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at
1-800-872-7342.

DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER. Return the Cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective Cartridge to us. The cost of returning the Cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Game Gear Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your Cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

**For French instructions, please call:
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